



**Revised Fiscal Note**  
**H.B. 472 1st Sub. (Buff)**  
 2024 General Session  
 Water Revisions  
 by King, B. (King, Brian.)



**General, Income Tax, and Uniform School Funds**

JR4-4-101

	Ongoing	One-time	Total
Net GF/ITF/USF (rev.-exp.)	\$0	\$(229,200)	\$(229,200)

**State Government**

UCA 36-12-13(2)(c)

Revenues	FY 2024	FY 2025	FY 2026
Total Revenues	\$0	\$0	\$0

Enactment of this legislation likely will not materially impact state revenue.

Expenditures	FY 2024	FY 2025	FY 2026
General Fund, One-time	\$204,000	\$25,200	\$0
Total Expenditures	\$204,000	\$25,200	\$0

Enactment of this legislation could cost the Division of Water Resources estimated \$204,000 one-time from the General Fund in FY 2024 for a study of the creation of a water database and center, and for staff support, which could be covered with existing appropriation. In addition, enactment could also cost the Department of Environmental Quality \$25,200 one-time from the General Fund in FY 2025 for staff support, which could be covered with existing appropriation.

Net All Funds	FY 2024	FY 2025	FY 2026
	\$(204,000)	\$(25,200)	\$0

**Local Government**

UCA 36-12-13(2)(c)

Enactment of this legislation likely will not result in direct, measurable costs for local governments.

**Individuals & Businesses**

UCA 36-12-13(2)(c)

Enactment of this legislation likely will not result in direct expenditures from tax or fee changes for Utah residents and businesses.

**Regulatory Impact**

UCA 36-12-13(2)(d)

Enactment of this legislation likely will not change the regulatory burden for Utah residents or businesses.

This bill does not create a new program or significantly expand an existing program.

**Notes on Notes**

Fiscal notes estimate the direct costs or revenues of enacting a bill. The Legislature uses them to balance the budget. They do not measure a bill's benefits or non-fiscal impacts like opportunity costs, wait times, or inconvenience. A fiscal note is not an appropriation. The Legislature decides appropriations separately.